The Digital Art

In Presentations, Lectures, Discussions

September 9th—11th
ORF, Upper Austrian Regional Studios

Consultation:
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Art & technology in Australia–a personal view. Most high technology is not indigenous to Australia and indeed many artists are still ambivalent about using technology in their work. However some are attempting to come to grips with change by exploring new media & the relationships and values involved. In March 1984, the Adelaide Festival held the first-ever Australian exhibition of Art & Technology, "Interface". In addition to introducing material from this exhibition, I intend to present a selection of other work by Australian sculptors, holographers and computer artists.

My own style of working has always involved collaboration with other artists, composers, writers and technicians. Some years ago, I worked as a member of the Sydney-based "Watt" group with artist George Gittoes and composer Martin Wesley-Smith to produce large-scale outdoor multimedia performances. In conjunction with the TREE group, Gittoes eventually developed performances which take place bi-annually in the Royal National Park near Sydney. These events can involve up to 150 artist-participants and are viewed from the beach by audiences of up to 5000.

I am now exploring the use of telecommunications and I will be showing excerpts from various events, as well as video and slides of "Night Satellite" a simultaneous performance by computer music composers in Tokyo, Sydney and Vancouver for "Digicon 83". In many ways, Australia is the ideal place in which to work with telecommunications. Not only is it remote from other parts of the world, but within Australia there are huge distances between major cities. Through my work, I am hoping to promote dialogue on art & technology between the isolated Australian cities and other parts of the world.

Walter Kroy

THE APPLICATION OF LASERTECHNIQUE IN ART

Survey

With the strong advance of digital techniques in the methods of image processing and the development of new controllable light sources we have reached hitherto unknown possibilities for artistic work and design.

As for technology, the long-term goal is to equip the artist with a tool for the dynamic and spatial control of light objects. The different technological features available now or in the future will be described and their effects explained. Besides the physical principles we will also point out the present technological limits. The different light sources, display methods,

projection methods, projection areas and projection spaces will be demonstrated. We will show that many of the terms like "shape", "colour", etc. need a new definition of their contents, effect and meaning; some, like Luminance or Coherence will have to be added.

At the end of the lecture some methods of laser-projection and of spatial projection (holography) will be presented in experiments. An appeal for the development of new artistical categories with controllable light as an instrument will be made.